MAD HATTER
SOFTWARE

Catalog   0479

MAD HATTER SOFTWARE

900 SALEM ROAD, DRACUT, MA 01826 (617) 682-8131

Dear Microcomputer user,

GREETINGS!

You are now holding our spring catalog, packed from cover to cover with the broadest line of software being offered from a single source. This is the sixth catalog that we have produced since our start in the summer of "78". Our first one listed six games for the TRS-80. By the time we hit the West Coast Computer Faire last November, we were offering 36 items for the APPLE, PET and the TRS-80. The winter edition listed about 60 items and this one rings in with over 150. As you can see, we're growing fast. Our aim is to offer as much of the worthwhile software available as possible. Within the next year we hope to be supporting most of the microcomputers on the market with software for business, recreation, home management, education, research, industry, etc. We have a team of in-house programmers hard at work producing software for us. There are many software authors sending us their work so that we can review it and possibly publish it (see back page). On top of this, we are constantly adding the products of other software houses to our line. All of this so that you, our valued customers, can obtain the software you are looking for at the greatest convenience and most reasonable price.

Now take a look through our catalog. We're sure you will find something of interest to you, and when you do, we're ready to take your order. Enclosed with this catalog is a handy order form for that purpose. Or, if you prefer you can call in your order. Our number is (617) 682-8131 (have your credit card number ready). You could also contact your local computer store to see if they carry our line (if they don't, you might suggest they give us a call).

When we receive your order, we try to process it within 24 to 48 hours. If there is some reason that we can't ship an item (out of stock, changes being made etc.), we drop you a note to that effect. Everything we sell goes through our quality control department. If for some reason you receive a defective unit or it has been damaged in shipment (sometimes packages come near magnetic equipment even though we stamp a warning on it), send it back and we will replace it with a verified copy.

Some other information you should know is listed below. If you have any questions, feel free to call us.

As you will notice, our item numbers(use them when ordering) contain valuable information. The first character tells you which computer it fits. The second informs you of the system configuration. The third tells you what type of software it is; B is business, G is games, E is educational, U is a utility, H is for the home, etc. Also, another very important item is an asterisk* following the item information, this means that the item will not be ready for delivery until mid-May. A pound sign # following an item means that the item will not be ready for delivery until late-May or early June.

Sincerely

Tim Quinlan
President

Galactic Blockade Runner

$9.95

GALACTIC BLOCKADE RUNNER by Tim Quinlan (M.H.S.)

You are the captain of a federation starship battle cruiser. Your mission is to run an enemy blockade and to deliver vital supplies to federation forces under siege on Planet M/5. You control your ship's course and speed along with the firing of its weapons. You will have to fight battle after battle successfully to reach your destination. Besides the enemy, you will have to cope with ship malfunctions and ion storms.

This is a sophisticated game providing ship status reports, sensor scans and graphic displays of the enemy ship, weapons tracks and shield hits. It also displays appropriate warnings and messages. You'll find this game faster paced and more challenging than many of the star treks on the market.

T3G101	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$9.95
P2G101	PET VERSION—8K	$9.95
A2G101	APPLE II VERSION—16K	$9.95

SCI-FI SAMPLER by Tim Quinlan (M.H.S.)

There are three games in this one program. The first is Star Monster, a hidden monster game. The second is a Lunar Lander simulation, where you can enter the starting values or have the computer do it for you. The third is Space Battle, a space war program where you fight a battle with lasers against an attacking enemy space ship. All of these games include instructions as part of the program along with graphic displays.

T3G102	TRS-80 VERSIONS—LEVEL I/4K LEVEL II/16K	$7.95
P2G102	PET VERSION—8K •	$7.95
A2G102	APPLE II VERSION—16K •	$7.95

TREASURE HUNT by Lance Micklus (T.S.E.)

This is a challenge, so don't cheat and read the program listing. Use your imagination. You are exploring caves and trying to find 20 treasures. Some are easy to get, others are very difficult because you have to figure out how. When you first play, you will probably make a lot of mistakes. The more you play this game, the more secrets you will discover, and thus, the more treasure you will find. All 20 treasures can be found in about an hour of play if you know what you're doing. Your first problem is to draw a map of the caves. Good luck, you're gonna need it.

T3G129	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$7.95

BINGO CALLING PROGRAM by Tim Quinlan (M.H.S.)

This is a great program for the family or small groups. It picks a number and displays it in screen size characters. It then displays a table of all the calls up to that time. When someone has a bingo, there's a number checking routine at the end.

T3G106	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$7.95

DEMO PROGRAM by Tim Quinlan (M.H.S.)

This is a great program for showing off your computer. It emulates museum computer exhibits. Chatty and personal, it plays several games and gives a math test in addition, subtraction, multiplication and division, with a score when finished. The games it plays are Guess My Number, Craps and Tic-Tac-Toe.

T3G103	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$7.95
P2G103	PET VERSION—8K •	$7.95
A2G103	APPLE II VERSION—16K •	$7.95

OTHELLO III by Tim Quinlan (M.H.S.)

At strategy game played on an eight by eight board. The object of the game is to capture as many of the squares as possible. You can play against the computer, a friend or have the computer play against itself. Has an interesting graphics display.

T3G105	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$7.95
P2G105	PET VERSION—8K	$7.95
A2G105	APPLE VERSION—16K	$7.95

Here is a group of games which feature "impossibly sophisticated" animation and sound. Using conventional techniques, these programs would have required as much as 32K of memory, instead, they all will run in 16K machines. Leo Christopherson has found methods of packing strings in one third the space that they previously occupied. He then went on to pack the machine language routines in the same way. Now, with this technique and others, he has created games the like of which have never been seen on a TRS-80. Below are the details of these exciting programs.

ANDROID NIM II by Leo Christopherson (M.H.S./80-US)
The well known game of NIM will never be the same. In this version there are three robots (ANDROIDS) whose task it is to eliminate those ANDROIDS that you or the computer have decided to "remove". This is done with a lot of "talking" and moving about. But, watch out! The computer gets nasty if you win.

T2G125   TRS-80 VERSION—LEVEL II/16K   **$14.95**

SNAKE EGGS by Leo Christopherson (M.H.S./80-US)
Here three snakes play a game which is difficult to describe. Loosely based on the game of 21 (times two), they lay eggs which punch out 21 lines. A 21 gives you a "Snake Egg," an instant win, and over 21 gives you a "Scrambled Egg" where you lose. There are remarks passed back and forth between the snakes which are translated for you. At the start there is a "Call to Post," a Chopin Funeral Dirge if you loose and a Sousa March if you win!

T2G126   TRS-80 VERSION—LEVEL II/16K   **$14.95**

LIFETWO by Leo Christopherson (M.H.S./80-US)
There are two games of LIFE in this one 16K program. A "conventional" game of LIFE that features 100 GENERATIONS PER MINUTE! The second, is the BATTLE OF LIFE using four of Christopherson's little "creatures", where up to four players can set up the game to see which of these "creatures" will survive.

T2G127   TRS-80 VERSION—LEVEL II/16K   **$14.95**

CUBES by Leo Christopherson (M.H.S./80-US)
This game is based on the cube game "instant insanity" where you have to set four cubes with different colors on each face up in such a way that no two colors are adjacent to each other no matter which set of faces you look at. In this version, you set the cubes up by telling the computer which color is on the face of each side of each cube. Then you watch as the computer takes a trial and error approach to solving the problem. "Instant Insanity" is a trademark of Parker Brothers.

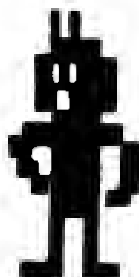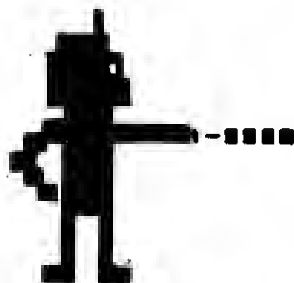**T2G128   TRS-80 VERSION—LEVEL II/16K**   **$9.95**

TRS-80 DISK LIBRARY "C" (M.H.S./80-US)
Android Nim II, Snake Eggs, Lifetwo and Cubes all on one Disk at a 10% savings

T4L104   TRS-80 VERSION—LEVEL II/32-48K-W/DISK   **$44.95**

Programs for the Home

DAILY BIORHYTHM PROGRAM by John Augustowski (M.H.S.)
Enter the present date and your birthdate and this program will tell you how long you have lived (days). It then goes on to tell you what day of your physical, emotional and intellectual cycles you are in, after which it gives you a level (+ 10 to − 10) on each of these with an announcement of critical days. All of this is done using a very interesting display format. Finally, the program goes on to display a graph centered on the present date and showing each cycle from 16 days in the past to 15 days into the future. This program comes with a manual giving the history and use of Biorhythms.

T3H101	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$7.95
P2H101	PET VERSION—8K #	$7.95
A2H101	APPLE II VERSION—16K #	$7.95

TAROT CARDS by Frank Rowlett (T.S.E.)
This is probably the best future gazing type program I have seen. Unlike many programs in the field whose appeal wears out quickly, the combination of graphics and presentation leads to continuing use.

Since the dawn of civilization man has sought a better explanation of the mysterious forces that seem to govern our lives. Learn the secrets of ancient Egypt. Benefit from the special knowledge once reserved for High Priests and conquering Kings. Or better yet, if you don't believe in any of that, just bring it out the next time someone you know says, "Gee, it's a nice looking computer. What does it do?"

T3G152	TRS-80 VERSION—LEVEL I/16K LEVEL II/16K	$7.95

ASTROLOGY PROGRAM by Michael Erlewine (P.S.)
Astrologers must ordinarily go through many tedious calculations to determine the exact position of the stars and planets at the time of birth. This program does all of the work for you. Enter the year, month, day and exact time of birth, along with the geographic latitude and longitude and the time zone of the place of birth. The program then goes on to calculate all information needed to determine a natal horoscope. This program is loaded with celestial mechanics equations.

P2H103	PET VERSION—8K	$14.95

DIET PLANNING PACKAGE by Tim Quinlan (M.H.S.)
A four program package to help you plan a diet and stick to it. Program "A" computes what your weight should be (adults) and how many pounds you should lose. Program "B" computes your basal metabolic rate, the number of calories you need based on your daily activities and the number of calories you are allowed to lose n pounds in n weeks. It finishes by giving your daily caloric intake to maintain your new weight. Program "C" will help you keep track of your diet and Program "D" helps you plan your meals by giving you the amount of calories, fat, carbohydrates and protein in over 100 foods. This package is a must for planning a sensible weight loss program.

T2H103	TRS-80 VERSION—LEVEL II/16K •	$14.95
T4H103	TRS-80 VERSION—LEVEL II/16K-W/DISK •	$24.95
P2H103	PET VERSION—8K #	$14.95
A2H103	APPLE II VERSION—16K #	$14.95

MUSIC MASTER by Dave Lindbergh (M.H.S.)
Use your TRS-80 as a programmed organ! All you have to do is enter sheet music and the computer will then compile and play it. Once entered you can save and load your compositions. Includes sample music and complete instructions.

T2H106	TRS-80 VERSION—LEVEL II/16K	$14.95

DISK MUSIC MASTER by Dave Lindbergh (M.H.S.) .
This is the same program as the cassette version, but, besides being on disk it also features disk I/o. Just think of the number of selections that you can save on a disk for instant recall. In fact, we've filled the rest of this disk with a variety of music selections. Comes with complete instructions.

T4H106	TRS-80 VERSION—LEVEL II/16-48K-W/DISK	$24.95

PERSONAL FINANCE PACKAGE by Tim Quinlan (M.H.S.)
This package contains three programs to aid you in handling your personal finances. The first is a Checking Account Program to help you keep track of checks, deposits, interest, charges, transfers, etc., along with computing your balance. It has a lot of nice features, including a fast method of data retrieval. The second program helps you keep track of your Budget and the final program Computes Interest on loans, mortgages and charge accounts.

T3H102	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$9.95
P2H102	PET VERSION—8K #	$9.95
A2H102	APPLE II VERSION—16K #	$9.95

MUSIC KALEIDOSCOPE by Bob Bishop (S.T.)
Use your Apple II and your cassette recorder as a color organ, create a fascinating color show with any audio input to the cassette.

A2H105   APPLE II VERSION—16K   **$9.95**

TALKING CALCULATOR by Bob Bishop (S.T.)
This program transforms your Apple II into a talking 10 digit calculator. This program uses Apple Talker subroutines (included) and will "say" the answer to math problems as well as print them on the screen.

A2G119   APPLE II VERSION—16K   **$12.95**

TIC-TAC-TALKER—SPECTRUM ANALYSIS (S.T.)
This is a 24K program which allows you to play TIC-TAC-TOE verbally with your APPLE II. All you need is your tape recorder and a microphone. This program contains voice recognition and response software. On the other side there is a SPECTRUM ANALYSIS program which plots a graph of incoming sound.

A3G120   APPLE II VERSION—24K   **$19.95**

BOMBER! by Bob Bishop (S.T.)
You are the bombardier and your assignment is to drop a bomb on the moving target below! You must allow for the speed of your plane and the force of gravity.

A2G121   APPLE II VERSION—16K   **$9.95**

APPLE 21 by Bill Depew (S.T.)
A great BLACKJACK program for your APPLE II. This program will play against up to 3 people. Uses a detailed HIRES graphics display.

A2G122 APPLE II VERSION—16K   **$9.95**

ROCKET PILOT/SAUCER INVASION by Bob Bishop (S.T.)
In ROCKET PILOT, fly your ship over a mountain to a safe landing on the other side. You have control over your ship's movement in four directions. In SAUCE INVASION you try to destroy attacking flying saucers with missles. You control when they're fired and from where. Both games make use of the game paddles and sound.

A2G124   APPLE II VERSION—16K   **$12.95**

STAR WARS/SPACE MAZE by Bob Bishop (S.T.)
STAR WARS is based on the movie. Try to destroy the attacking TIE SHIPS. In SPACE MAZE you try to move your ship through a maze without hitting the walls. Both of these games use the paddles and sound.

A2G123   APPLE II VERSION—16K   **$12.95**

APPLE TALKER by Bob Bishop (S.T.)
Give your APPLE II the power of speech! Digitizes words and sets up a table so that these words can be called on under program control. All you need is your recorder and 2 microphone. This program and it's companion program APPLE LIS'NER can both be used as subroutines. Comes complete with instructions and a demo program.

A2U112   APPLE II VERSION—16K   **$15.95**

APPLE LIS'NER by Bob Bishop (S.T.)
Allows you to communicate with your Apple II computer via spoken words. By using your cassette recorder and microphone, Apple-Lis'ner will listen for words or phrases it has learned and respond under program control.

A2U113   APPLE II VERSION—16K   **$19.95**

LOGIC GAMES-2 (C.C.S.) (CS-1003)
Six challenging puzzles including ROTATE, in which you order a matrix of random letters. STRIKE-9, try to remove all nine digits without striking out. The classic number game, NIM. In EVEN-WINS try to take an even number of chips. HI-LO, a number guessing game with a jackpot. BATNUM, the super "battle of numbers!"

P2G134   PET VERSION—8K #   **$7.95**

GRAPHICS GAMES-1 (C.C.S.) (CS-1004)
CS-1004. Graphics Games-1. Five amazing realtime graphics games designed especially for your PET. In CHASE, one player pursues the other through a maze of obstacles and "zap doors." ESCAPE—attempt to escape from a prison patrolled by robot guards. DART provides arithmetic drill and indicates how close your response is to the correct answer on a dart board. In SNOOPY you compute distances on a number-line while trying to shoot down the Red Baron. In SWEEP you must try to hit nine targets in order by controlling the path of a cannonball.

P2G135   PET VERSION—8K #   **$7.95**

SPACE GAMES-1 (C.C.S.) (CS-4001)
Four color-graphics programs for your Apple, including ROCKET PILOT an advanced lunar lander simulation in which you guide your spacecraft over the mountain to a safe landing on the opposite side. In SAUCER INVASION, you protect the earth by shooting down the alien invasion fleet with your missile launcher. In STAR WARS, you line up the Tie fighters in your sights and fire before they get away. DYNAMIC BOUNCER is a color-graphics demonstration program for your Apple which fills the screen with colored walls that appear and disappear at random, while a ball bounces around within.

A2G140   APPLE II VERSION—16K #   **$7.95**

SPORTS GAMES-1 (C.C.S.) (CS-4002)
Four exciting graphic games. Includes an amazing BASEBALL game for two players who control infielders and outfielders, type of pitch, and the swing of the bat. Even has sacrifices, double plays, and home runs. HORSE RACE allows up to eleven players to bet on the outcome of a horse race. SLALOM challenges you to ski through the gates in a minimum time. In DARTS you try to throw your darts as close to the bullseye as possible by controlling the game paddles.

A2G141   APPLE II VERSION—16K #   **$7.95**

STRATEGY GAMES-1 (C.C.S.) (CS-4003)
Play CHECKERS* in color against the Apple. SKUNK is a dice game for one or two players. UFO is a space game in which you must outwit an enemy spaceship. BLOCKADE with exciting graphics and sound effects, with a one or two player option. GENIUS, a challenging trivia quiz. *Requires Apple-soft BASIC.

A2G142   APPLE II VERSION—16K #   **$7.95**

SPORTS GAMES-2 (C.C.S.) (CS-1008)
(7 Games). KITE FLIGHT—cut the string of your opponents kite. SPLAT is a parachute jump game. CAR RACE—zoom around the course. BREAKOUT—knock bricks off the wall. BOWLING—a day at the lanes. FOOTBALL—you're the quarterback. Shoot baskets in Basketball.

P2G139   PET VERSION—8K #   **$7.95**

LOGIC GAMES-1 (C.C.S.) (CS-1001)
Six favorites from *BASIC Computer Games* with super graphics. AWARI, the African logic game with 12 pits and 36 beans. BAGELS, which challenges you to guess a secret 3-digit number. Martin Gardner's CHOMP in which you chomp on a cookie with a poison corner. FLIP-FLOP—change a row of X's to O's. HEXAPAWN played with three chess pawns. HI-Q, a solitaire peg-removal game.

P2G131   PET VERSION—8K #   **$7.95**

NUMBER GAMES-1 (C.C.S.) (CS-1002)
Six number logic games including GUESS in which you guess a secret number. 23-MATCHES—try not to take the last match. LETTER in which you guess a secret letter. NUMBER, A RANDOM JACKPOT GAME. TRAP in which you trap a mystery number between two trap numbers. STARS gives you stars as clues to the secret number.

P2G132   PET VERSION—8K #   **$7.95**

BRIDGE CHALLENGER by George Duisman (P.S.)

If you like to play bridge but have trouble getting four people together to play, or you'd just like to practice a little to improve your play, this program is for you. With Bridge Challenger, you and the dummy play against the computer in regular contract bridge. You can let the computer deal or set up hands for study and practice play and save them on cassette. Standard bridge notation like that found in books and newspaper columns is used to help you analyze the hands. Complete instructions including an introduction to bridge for the novice, are included in six pages of documentation. Also included on the same cassette in a 3D tic-tac-toe.

T2G110	TRS-80 VERSION—LEVEL II/16K	$14.95
P2G110	PET VERSION—8K	$14.95
A2G110	APPLE II VERSION—16K	$14.95

MICROCHESS by Peter Jennings (P.S.)

Now you can play chess against the computer! Microchess is a machine language program available in APPLE, PET and TRS-80 versions. It displays a graphic chessboard and even flashes the piece on which the computer narrows its attention prior to making its move. This program offers three levels of play to challenge all players from beginners to real chess enthusiasts.

T3G109	TRS-80 VERSION—LEVEL I/4K LEVEL II/4K	$19.95
P2G109	PET VERSION—8K	$19.95
A2G109	APPLE II VERSION—16K	$19.95

MASTERMIND II by Lance Micklus (T.S.E.)

Lots of people have written digital MASTERMIND programs that create the code and give you the clues. This one will also let you make the code and give the clues. You can play either way or take turns with the computer. 10 rounds make up a game, and at the end of each round, player averages are displayed. Because this is a machine language program, it takes the computer 3 seconds or less to come up with a guess. Both Level I and II versions are supplied. Level I loads with the CLOAD command, and Level II with the SYSTEM command (file name MSTR). Loads into memory addresses 5000 to 7FF0 and thus requires 16K of memory.

T3G117	TRS-80 VERSION—LEVEL I/16K LEVEL II/16K	$9.95

PORK BARREL by Rev. George Blank (T.S.E.)

"The game that Congressmen never stop playing . . . re-election". Put yourself in the shoes of an aspiring Congressman. Given a breakdown of your constituency by percentages; white collar, retired, farm worker, unemployed, welfare, blue collar, elderly, and many more, how would you vote on various sensitive issues? In PORK BARREL, you get to put your vote where your mouth is. Don't worry, the voters in your district will let you know how they feel!

T2G118	TRS-80 VERSION—LEVEL II/16K	$9.95

STIMULATING SIMULATIONS by Dr. C. William Engel (P.S.)

Here is a set of ten original simulation games. The games are fun and the 64 page paperback book which accompanies the cassette, giving instructions, flowcharts, program listings and suggested modifications, makes Stimulating Simulations an educational tool too. The simulations are Art Auction, Monster Chase, Lost Treature, Gone Fishing, Space Flight, Forest Fire, Nautical Navigation, Business Management, Rare Birds and Diamond Thief.

T3G111	TRS-80 VERSION—LEVEL I/4K LEVEL II/16K	$14.95
P2G111	PET VERSION—8K	$14.95
A2G111	APPLE II VERSION—16K	$14.95

STAR TREK III by Lance Micklus (T.S.E.)

One of the most advanced Star Trek games ever written. Object is to explore as much of the galaxy as possible, destroy the 20 Klingons and locate the 5 class M planets. Thus, the exploration part of the Enterprise's mission has been added to the game, giving it a whole new dimension. Speaking of dimension, the galaxy is 3 dimensional, not flat like in other versions. Extensive use of graphics is made. During a Klingon battle, you will see the Enterprise fire its phasers, the phasers hit the Klingon and the Klingon explode. And before you go charging off, you must be careful of the large stars and black holes, as well as the pulsar. But there's more; the pulsar makes space noise in adjacent quadrants. The only way to find a Klingon in those quadrants is to explore them. And you never can tell in which one of them a Klingon might be hiding. Also, when you dock at a Star Base, you must control your speed. Otherwise, you'll have a collision but won't dock. At the end of the game, you return to Star Fleet Headquarters, where the data you've been gathering in your ship's computer will be evaluated and your performance rated. 16K Level II only. Takes about 2 hours to play a game.

T2G115	TRS-80 VERSION—LEVEL II/16K	$14.95

BUSINESS AND APPLICATIONS

INVENTDRY SYSTEM II by Bill Driscoll (M.H.S./S.B.S.G.)
This inventory system was written for the TRS-80 with at least two disk drives and 32K of memory. It will handle up to 1000 items per disk, is menu driven with full screen prompting and delivers the following reports:
- ACTIVITY
- COMPLETE INVENTORY LISTINGS
- SELECTED INVENTORY LISTINGS (i.e. by vendor)
- MINIMUM QUANTITY SEARCH

To provide this information it makes use of the following data fields: ITEM#, CLASS #, VENDOR #, LOCATION, QUANTITY, # SOLD, COST, SELLING PRICE AND DATE. Comes with 40 pages of documentation.

T5B103   TRS-80 VERSIDN—LEVEL II/32K-W/2 DISKS & PRINTER $99.95

NAME AND ADDRESS SYSTEM II by Bill Driscoll (M.H.S./S.B.S.G.)
This disk based mailing list package was designed for use on the TRS-80 with two disk drives, 32K of memory and a printer. It will handle 500-1000 names per disk. With this system, small businessmen can keep track of vendors and customers. Churches, clubs and other organizations can keep track of name and address information. Separate files can be set up, or, all names can be kept on one master file. You can enter, update, delete, search, sort (by zip code), merge, extract (to form new file as a subset of a master file) and print one, two or three up labels. You can search through the file for information on any field: NAME, CITY, STATE, ZIP, PHONE, CODES, RECORD # or DATE. Comes with 45 pages of documentation.

T5B104   TRS-80 VERSION—LEVEL II/32K-W/2 DISKS & PRINTER $99.95

FILE MANAGEMENT SYSTEM (M.H.S./S.B.S.G.)
This system allows you to define and create files for your own use. You can sort these files in ascending or descending order on three separate fields; you can scan the files; you can summarize on 5 values. Any number of files can be created with this system and stored on disk. This is ideal for anyone with specialized storage needs or a desire for unique files. It has been applied in the past to fixed assets, phone #'s, names, cataloging etc. Comes with 12 pages of documentation.

T4B105   TRS-80 VERSION—LEVEL II/32K-W/DISK $49.95

THE ELECTRONIC INDEX CARD FILE by Bob Bishop (S.T.)
A great program for storing phone numbers and addresses, recipes, cataloging a collection etc. Uses the APPLE disk, each card holds up to 12-40 character lines, and are stored in alphabetical order. Comes on tape to be transfered to disk.

A4U114   APPLE II VERSION—16K-W/DISK $19.95

MDVING SIGNBOARD (C.E.)
This machine language program is designed to use the TRS-80 as a display device. The user may type in up to a full screen of text, store it in memory and then cause it to crawl across the screen in the fashion of an electronic marquee.

T3U110   TRS-80 VERSION—LEVEL I/4K   LEVEL II/16K $9.95

FILE HANDLING (C.E.)
A must for file handling in BASIC. Will list names in file, search/edit file, record file on cassette. One use would be record names and phone numbers, either one callable by the other.

T2U111   TRS-80 VERSIDN—LEVEL II/16K $9.95

BUSINESS SOFTWARE:

FULL BUSINESS PACKAGE FOR THE APPLE II   (A5B114)........$795.00
     This package consists of accounts receivable, accounts
payable, general ledger, inventory and payroll. It comes with a
130 page manual, a ROM CARD containing the search and sort
routines and the programs on 8 diskettes. This system is the
most oriented package we've seen to date, and is   fully
integrated.   To use this package you will need an APPLE 11 with
48K of memory, APPLESOFT on ROM, 2 disk drives and a 132 column
printer.   This   package will also support a 40 column point of
sale ticket printer.
     Individual moduals $195.00

OSBORNE BUSINESS PACKAGE FOR THE TRS-80   (T5B108)...$350.00
This package consists of accounts receivable, accounts payable
and general ledger. It is fully integrated and based o the
OSBORNE PACKAGE which has been running on the WANG microcomputer
for five years. This system accurately follows the OSBORNE
books that can be purchased at most computer stores.   System
requires a TRS-B0 with 48K of memory, 3 disk drves, a 132 column
printer and the Osborne books.

     Individual Packages $125.00
     Manual only $10.00

OSBORNE PAYROLL WITH COST ACCOUNTING (T5B112) $125.00

     Osborne books (A/R & A/P - Gen Ledger - Payroll) $15.00ea.

CLIENT BILLING PACKAGE FOR THE TRS-B0 (T5B113) $495.00
     This system keeps track of activities, hours, and dollars
(work in progress) for client billing purposes. The system is
designed for the small to medium sized accounting or law firm.
It can support 999 clients, 99 precoded activities, and 1200
outstanding transactions.   All information is available to the
user through formatted video displays and printer reports.
System requirements are a TRS-80 with 48K of memory, 3 disk
drives and a printer.
     Manual only $20.00

SMALL BUSINESS BOOKKEEPING ON DISK (TRS-80) (T4B102) 24.95
     This is the same bookkeeping system described elsewhere in
this catalogue (T3B102) but on disk with disk I/O.

APPLE II MAILING LIST PROGRAM (CASSETTE) (A3B107) $19.95

```
****** ADVENTURES ****** ADVENTURES ****** ADVENTURES ******
```

Bored?   Tired of mastering the simple computer games? Are
you searching for adventure? Search no further! ADVENTURE is
here.   This is not the average type of computer game which is
easily mastered. It may take you hours of practicing before you
score and weeks before you attain a respectable score. Rescue
missions, treasure hunts, and escapes are incorporated into mind
boggling games which are definately created for the egocentric
characteristics in us all. Communicate with the computer with
one or two-word commands.

     CAUTION: MAD HATTER has determined that the ADVENTURE
series may be hazardous to your sleeping schedule!

HOUSE OF SEVEN GABLES by Greg Hassett (M.H.S.)
     Explore and find treasures, they're all yours if you can
find them. However, there's a catch! You have to destroy the
witch to leave.
   T3G162   TRS-80 VERSION LEVEL II/16K.....................$9.95
   A2G162   APPLE II - 16K - APPLESOFT......................$9.95
   E2G162   SORCERER - 16K *................................$9.95

JOURNEY TO THE CENTER OF THE EARTH by Greg Rassett (M.H.S.)
     Beware of the earth's hazards ss you attempt to gather
materials to fix your broken earthdigger.
   T3G163   TRS-80 VERSION LEVEL II/16K.....................$9.95
   A2G163   APPLE II - 16K - APPLESOFT......................$9.95
   E2G163   SORCERER - 16K *................................$9.95

KING TUT'S TOMB by Greg Hassett (M.H.S.)
     Beware the evil that lurks within the tomb as you search
for Tut's coffin and escape with treasures and your life, if
you're lucky!
   T3G164   TRS-80 VERSION LEVEL II/16K.....................$9.95
   A2G164   APPLE II - 16K - APPLESOFT......................$9.95
   E2G164   SORCERER - 16K *................................$9.95

SORCERER'S CASTLE by Greg Hassett (M.H.S.)
     Find and enter the sorcerer's castle, gather the treasures,
kill the sorcerer, and then try to escape.
   T3G165   TRS-80 VERSION LEVEL II/16K.....................$9.95
   A2G165   APPLE II - 16K - APPLESOFT......................$9.95
   E2G165   SORCERER - 16K *................................$9.95

ADVENTURE DISK "A" by Greg Hassett (M.H.S.)
     All of the above on one disk.
   T4G166   TRS-80 VERSION LEVEL II/32K-W/DISK $34.95
   A4G166   APPLE II - 32K-W/DISK & APPLESOFT $34.95
   E4G166   SORCERER - 32K-W/DISK #.......................$34.95

ADVENTURELAND by Scott Adams (A.I.)
     Try to recover the 13 lost treasures in a magical world
inhabited by wild animals, magical beings, etc.
  T3G167   TRS-80 VERSION LEVEL II/16K *..................$14.95
  P2G167   PET VERSION - 32K *............................$14.95

PIRATE ADVENTURE by Scott Adams (A.I.)
     Try to recover LONG JOHN SILVER's lost treasures on
Treasure Island. Beware Matey your life is on the line!
  T3G168   TRS-80 VERSION LEVEL II/16K *..................$14.95
  P2G168   PET VERSION - 32K *............................$14.95

MISSION IMPOSSIBLE ADVENTURE by Scott Adams (A.I.)
     Plenty of adventure as you try to complete your mission in
time to save the world's first automated nuclear reactor.
  T3G169   TRS-80 VERSION LEVEL II/16K *..................$14.95
  P2G169   PET VERSION - 32K *............................$14.95

VOODOO CASTLE by Scott Adams (A.I.)
     Beware of the Voodoo man as you try to save Count Cristo
from the fiendish curse. You are his only hope!
  T3G170   TRS-80 VERSION LEVEL II/16K *..................$14.95
  P2G170   PET VERSION - 32K *............................$14.95

THE COUNT by Scott Adams (A.I.)
     What are you doing in a big brass bed in Transylvania and
why did the postman deliver a bottle of blood to you?
  T3G171   TRS-80 VERSION LEVEL II/16K *..................$14.95
  P2G171   PET VERSION - 32K *............................$14.95

ADVENTURE DISK "B" by Scott Adams (A.I.)
     Contains ADVENTURELAND and PIRATE ADVENTURE.
  T4G172   TRS-80 VERSION LEVEL II/32K-W/DISK *...........$24.95
  C3G173   CP/N - 48K 8 in. DISK *.......................$24.95

ADVENTURE DISK "C" by Scott Adams (A.I.)
     Contains MISSION INPOSSIBLE and VOODOO CASTLE.
  T4G173   TRS-80 VERSION LEVEL II/32K-W/DISK *...........$24.95
  C3G173   CP/M - 48K 8 in. DISK *.......................$24.95
⇨ NOTE: SORCERER VERSIONS OF SCOTT ADAMS ADVENTURES NOW READY!

ORIGIANAL ADVENTURE by Crowther, and others (C.C.S.)
     Search for treasures in the underground caverna but beware
of the dangers that confront you.
  C3G174   CP/N - 48K 8 in. DISK #.......................$24.95

  * available in 3 to 4 weeks   # available in 4 to 8 weeks

```
********** HARDWARE - from MAD HATTER SOFTWARE: **********

Disk drives for the TRS-80 (TH1011) with power supply and
matching cover ..................................................$395.00
Four drive cable (TH1012) ..................................$49.95


PRINTERS:
    CENTRONICS 779 (GH1014) ...........................$1175.00
    CENTRONICS 701 (GH1015) ...........................$1575.00
    INTEGRAL DATA 1P-125 FRICTION FEED (GH1016) .......$795.00
        SOFTWARE CONTROL OPTION (GH1017) ..............$39.95
    INTEGRAL DATA 1P-225 TRACTOR FEED (GH1018) ........$1095.00
        INCLUDING SOFTWARE CONTROL, 2K BUFFER & GRAPHICS
    NEC SPINWRITER - LETTER QUALITY (GH1019) ..........$2675.00


VIDEO 100 MONITORS - 12 IN. CRT (GH1012) ..............$145.00

LIGHT PENS - inc. manual, op. software and sample
    TRS-80 (TH1010) ...................................$34.95
    APPLE 11 (AH1010) .................................$34.95

**NOTICE**
    No discounts apply to hardware items including memory,
diskettes, cassettes and the TRS-80 interface.


SOFTWARE:

MICROGAMMON - BACKGAMMON for the APPLE 11 (A2G158) .....$19.95
JUPITER EXPRESS - APPLE II Pilot your ship through the asteroids
without hitting one.(A2G157) ..........................$9.95
FORTE' - create music on your APPLE 1I (A3H108) .........$19.95
BEEWARY - TRS-80 realtime game with animated graphics and sound
(T2G160) ..............................................$14.95
PET TIME TREK - real time STAR TREK (P2G159) ...........$14.95

NEW UTILITIES:

MICRSOFT TRS-80 FORTRAN - LOWER PRICE (T4U116) ........$199.95
MICROSOFT TRS-80 ASSY LANG. DEV. SYS. (T4U124) ........$99.95
TRS-80 FULL SYSTEM INTEGRATION TEST (T4U126) ..........$29.95
SCREEN MACHINE - program new character sets, APPLE 11
(A3U123) ..............................................$19.95

FORTH PROGRAMMING LANGUAGE
    TRS-80 (T4U121) ...................................$49.95
    APPLE 11 W/1 drive (A4U121) .......................$39.95
```

INVENTORY [MODULAR] by Roger Robitaille (T.S.E.)

This inventory program runs on 11 TRS-80 Microcomputers. Its construction permits the user to create subroutines customized to his own purpose. One of the main features of this program allows for the inclusion of Alphabetic information and a Data Index Code in the form of data statements within the program. The result is performance and flexibility unmatched by our other Inventory Software.

1. **Reports**-user specifies up to three numeric and either or both alpha informations to be listed and can be vendor specific
2. **Cost/value Summary**-searches all stock areas and reports Cost/value Quantity, Total Value by line item and Grand Total
3. **Reorder Search**-compares current stock level against specified reorder point and displays on screen all line items in need of reorder, along with tentative reorder information
4. **Index**-uses arbitrary file numbers reflecting the order in which the data codes are stored. Index will reveal the file names and file numbers in groups of 24 for use in other data calls.
5. **Detailed Repl**-every stock file is callable by file number to reveal all memory information regarding that item
6. **Read and Write File**-stores and reenters data from day to day
7. **Data Change**-updates Data Base

T2B101   TRS-80 VERSION—LEVEL II/16K $19.95

SMALL BUSINESS BOOKKEEPING by Roger Robitaille (T.S.E.)

This bookkeeping system is based on the nationally known DOME BOOKKEEPING RECORD. The only aspect not covered by this program is payroll. Two record tapes are used in conjunction with this program. One to record the year to date and the other to store check entries on a weekly basis.

T3B102   TRS-80 VERSION—LEVEL I/16K   LEVEL II/16K $14.95

MORE BUSINESS SOFTWARE ON THE WAY!

We are presently reviewing a number of complete business packages for the TRS-80, APPLE, SORCERER and other microcomputers. These packages contain ACCOUNTS RECEIVABLE, ACCOUNTS PAYABLE, GENERAL LEDGER, PAYROLL, INVENTORY and others. We are also reviewing a client billing system for the TRS-80 and a number of WORD PROCESSING packages. By the time you see this we may have many of these packages ready for sale. So, call or write for the latest details.

Libraries of Programs on Disk

TRS-80 DISK LIBRARY "A" (M.H.S.)

On one disk—Galactic Blockade Runner, Magic Isle, Othello III, Demo, Bingo Calling Program, SCI-FI Sampler (see elsewhere for discriptions). Also, an Enterprise Graphic, a Snoopy Graphic and a Russian Roulette Game. Save 20% over buying these individually.

T4L102   TRS-80 VERSION—LEVEL II/32K-48K W/DISK $39.95

TRS-80 DISK LIBRARY "B" (M.H.S.)

On one disk—Biorhythm, Micro-Text Editor, Bigprint, Slot Machine, R/T Lunar Lander and Personal Finance. Save 15%.

T4L103   TRS-80 VERSION—LEVEL II/32K-48K-W/DISK $39.95
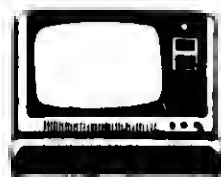
BEST OF BISHOP by Bob Bishop (S.T.)

On disk for your APPLE, all of these great programs: APPLE VISION, STAR WARS, SPACE MAZE, ROCKET PILOT, SAUCER INVASION and DYNAMIC BOUNDER.

A4L103   APPLE II VERSION—32K-W/DISK $39.95

PILOT
The Educational Language
by Bob Edison

PILOT was originally developed by John Starkweather as an author language for computer-aided instruction (CAI). Since then many versions have appeared on the market but few have both input and output capability along with a build-in editor. So really PILOT for the TRS-80 consists of three separate software modules; the executive, editor and interpreter.

The executive provides the selection of what function you want to perform, that is, load or save a PILOT program, print the program on the printer, run a PILOT program or enter the PILOT editor. The editor is line-oriented and gives you full editing capabilities on line by lines bases. Finally the interpreter is pretty much the one that was developed by Dean Brown of Zilog, Inc. maker of the Z-80 microprocessor chip in your TRS-80. Dean's interpreter was designed to run on a fairly expensive software development system so there was considerable input and output differences between the TRS-80 and Zilog's system. In fact, Dean has been very instrumental in developing PILOT and PILOT programs over the past few years. The sample programs included with PILOT were written by Phyllis Cole (In and Out, Godilocks) and Bob Edison (Guessing Game).

What has made PILOT increasingly popular among educators is that is it word oriented rather than mathematically oriented like BASIC. It's extremely easy to write a conversational program in PILOT in fact most children can write a small PILOT program without difficulty. The fact is PILOT reduces the number of commands to a minimum but also simplifies programming to a straightforward style.

A Disk Version, featuring DISK I/O and Math capability, should be ready in a few weeks.
MEMBERSHIP IN PILOT USERS GROUP INCLUDED

T2E101	TRS-80 VERSION—LEVEL II/16K	$14.95
T4E101	TRS-80 VERSION—LEVEL II/16-48K W/DISK	$24.95

PILOT TUTORIAL by Dave Lindbergh (M.H.S.)
This is a must if you purchase one of our versions of PILOT. It will instruct you in the use of the PILOT Interpeter's Commands and it's Editon. This series of programs is written in PILOT and includes drills at the end of each section to test you on what you have just studied.

T2E102	TRS-80 VERSION—LEVEL II/16K W/PILOT	$14.95
T4E102	TRS-80 VERSION—LEVEL II/16-48K W/DISK & PILOT	$24.95

PILOT QUIZZES by Bob Edison (M.H.S.)
Here's a series of seven (7) quizzes written using our PILOT Interpeter. These quizzes cover a variety of subject matter and will serve as excellent examples of PILOT's use in CAI (Computer Assisted Instruction).

T2E103	TRS-80 VERSION—LEVEL II/16K-W/PILOT #	$7.95
T4E103	TRS-80 VERSION—LEVEL II/32-48K-W/DISK & PILOT #	$7.95

PILOT/PILOT TUTORIAL (M.H.S.)
Get both the PILOT Interpeter and the PILOT TUTORIAL in one package at a substantial savings.

T2E106	TRS-80 VERSION—LEVEL II/16K	$24.95
T4E106	TRS-80 VERSION—LEVEL II/32-48K-W/DISK	$49.95

HERE'S SOME OTHER EDUCATIONALLY ORIENTATED SOFTWARE OF INTEREST:

CAI PROGRAMS-I (C.S.S) (CS-4201)
US MAP asks you to identify states and their capitals. SPELLING helps the user study a list of words he has previously entered. MATH DRILL for simple arithmetic problems. ADD-WITH-CARRY is a sophisticated tool for teaching addition of two and three place numbers by helping the student work the problem digit by digt, adjust to the student's level of skill.

A2E104   APPLE II VERSION—16K   ∅   **$7.95**

ECOLOGY SIMULATION-I (C.C.S.) (CS-3201)
(4 Programs). Simulations adapted from Huntington II Project. POP—explore three population growth models. STERL—vary use of pesticides vs. release of sterile males to control fly pest population. TAG—Use "tagging-and-recovery" sampling technique to estimate the number of fish in a pond. BUFFALO—Manage a Buffalo herd to allow hunting while keeping buffalo from becoming extinct. Comes complete with extensive resource manual.

T2E105   TRS-80 VERSION—LEVEL II/16K   ∅   **$24.95**

SENSATIONAL SIMULATIONS-I (C.C.S.) (CS-1201)
Five super simulations including the popular ANIMAL in which the computer learns animals from you. FUR TRADER lets you trade furs in old Canada. HAMMURABI in which you manage the city-state of Sumeria. Or try making your fortune in the STOCK MARKET. A logic game, WORD, has you guess secret words.

P2G133   PET VERSION—8K   ∅   **$7.95**

MAGIC ISLE by Tim Quinlan (M.H.S.)
This is a fantasy economic simulation where you are the ruler of the Magic Isle, where sorcery and mythological creatures are the order of the day. The Magic Isle is beset with evil curses, plagues, evil monsters and devastating storms, droughts, etc. Attacks by enemy soldiers, barbarians and pirates also have to be coped with.

Your duties involve the distribution of manpower, the planting of crops and decisions about entering into mutual aid pacts with neighbors or buying protection from adepts, strange knights, etc.

This is a fascinating game which should never be boring. Effectively, there are hundreds of sentences of informative readout.

T3G104   TRS-80 VERSION—LEVEL I/4K   LEVEL II/16K   **$7.95**

SOLARIA by Tim Quinlan (M.H.S.)
A Fantasy Economic Simulation much like Magic Isle. In this version the format is much more sophisticated. There are more decisions to be made and graphic displays have been added. There are tens of thousands of possible lines of output. This game will always prove challenging and entertaining, no matter how many times its played.

T2G107   TRS-80 VERSION—LEVEL II/16K   ∅   **$14.95**
A2G107   APPLE II VERSION—16K   ∅   **$14.95**

RSL-I (LIFE) (S.S.S.)
This is a machine language version of the game. It takes only two seconds between generations. You key in the starting pattern which can be saved on tape to be run again.

T3G113   TRS-80 VERSION—LEVEL I/4K   LEVEL II/16K   **$14.95**

MORE GAMES

CRIBBAGE by Roger Robitaille (T.S.E.)
That's right, one of the oldest and most enduring of all card games is now available for your TRS-80!
No more waiting around for a partner; this is a you vs. computer game that's ready to play whenever
you are and according to Hoyle's book of card rules. No cribbage board needed since your computer
keeps track of the score. With this program you're guaranteed a surprisingly worthy opponent.

T3G153 TRS-80 VERSION—LEVEL I/16K LEVEL II/16K   **$9.95**

R/T LUNAR LANDER by Tim Quinlan (M.H.S.)
This is a REAL-TIME LUNAR LANDER simulation, featuring movement in four directions. If
you don't act fast enough—you'll crash! Uses interesting graphic display!

T2G108 TRS-80 VERSION—LEVEL II/16K   **$7.95**
P2G108 PET VERSION—8K #   **$7.95**

POLLUTION (C.L.)
An economic simulation adapted from the program "KING". In this program you make decisions
on farming, industry, education, combating pollution etc. See how well you'll do during your reign as
"KING".

T3G130 TRS-80 VERSION—LEVEL I/16K LEVEL II/16K   **$7.95**

BARRACADE (S.S.S.)
This game is similar to the popular arcade game, BREAKOUT. It is written in machine language and
allows you to set up the parameters of the game (paddle size, speed, number of balls, etc.). The object
of the game is to break through the BARRACADE with a limited number of balls.

T3G114 TRS-80 VERSION—LEVEL I/16K LEVEL II/16K   **$14.95**

SLOT MACHINE II by Steve McGarry (M.H.S.) ·
This is a slot machine game that features animated graphics and sound—get the feel of the real thing.

T3G116 TRS-80 VERSION—LEVEL I/4K LEVEL II/4K   **$7.95**

AIR RAID (S.S.S.)
A real-time arcade type game where you try to shoot down different size planes as they fly across the
screen. This is a fast paced machine language program that keeps score, saves the highest score and
provides different levels of play.

T3G112 TRS-80 VERSION—LEVEL I/4K LEVEL II/16K   **$14.95**

GRAPHIC GAMES-2 (C.C.S.) (CS-1005) (CS-5001)
Six favorite games, LEM, lunar lander with a graphic display and optional auto-pilot. NUCLEAR
REACTION, a game of skill for two players. ARTILLERY, in which two players shoot it out over
computer-generated terrain. BOUNCE traces the path of a ball bouncing around the screen.
CHECKERS, with graphic display, from our *BASIC Games* book. DODGEM, try to outmaneuver
another player or the computer to get your pieces across the board first.

P2G136 PET VERSION—8K #   **$7.95**
E2G136 SORCERER VERSION—16K #   **$7.95**

CONVERSATIONAL GAMES-1 (C.C.S.) (CS-1006)
Talk to ELIZA, the computerized psychoanalysis program. Compose poetry with HAIKU. Chal-
lenge your vocabulary and word-guessing skills with HANGMAN. HURKLE, try to find the hurkle
on the 10 by 10 grid in five moves. In HEXLETTER, you compete to capture more letters on a hexa-
gon than your opponent.

P2G137 PET VERSION—8K #   **$7.95**

BOARD GAME (C.C.S.) (CS-1007)
(7 Games). YAHTZEE—classic 5-dice game. Win or lose your fortune in BLACKJACK. The classic
game of BACKGAMMON. Defeat the Klingons with your phasers and photon torpedoes in TREK3.
ONE CHECK—solitaire game to leave one checker on a board. BUG—graphic demo zaps bug.
REVENGE OF THE BUG—graphics demo.

P2G138 PET VERSION—8K #   **$7.95**

TRS-80 4K LEVEL I GAMES-1 (C.C.S.) (CS-2001)

Battling DEATHSTARS, an exciting two player realtime graphics game. HANGMAN challenges you to guess the computer's word before you're hung. LUNAR LANDER in which you try to land safely on the moon. Kid's MATH RACE teaches simple arithmetic. Or play CHECKERS against your TRS-80.

T1G147   TRS-80 VERSION—LEVEL I/4K   # $7.95

BOARD GAMES-1 (C.C.S.) (CS-3001)

(6 Games). BACKGAMMON—the classic game. QUBIC—try to get 4 pieces in a row on a 3-d board. FLIP DISC—logic game similar to Othello. WUMPUS I AND II—hunt the Wumpus while avoiding pits, bats and other hazards. MUGWUMP—find it in hiding.

T2G148   TRS-80 VERSION—LEVEL II/16K   # $7.95

SPACE GAMES-3 (C.C.S.) (CS-3002)

(4 Games). ULTRA TREK—keep the galaxy safe from invading aliens. ROMULAN—outwit the sneaky invaders. STAR WARS—get TIE fighters in your blaster sights. STAR LANES—the ultimate game of barter and trading.

T2G149   TRS-80 VERSION—LEVEL II/16K   # $7.95

ADVENTURE (C.C.S.) (CS-3003)

(2 Versions). Explore an almost endless maze of caverns with incredible riches and hazards. You'll run into unusual creatures, quicksand, diamonds and rubies, a rusty ax and many other strange and beautiful things. Challenging and fun for all ages.

T2G150   TRS-80 VERSION—LEVEL II/16K   # $14.95

CP/M GAMES-1 (C.C.S.) (CS-9001)

An 8" floppy disc containing the first **fifty-one** games from *Basic Computer Games* in Microsoft Basic. All the games from ACEY DUECY to HI-Q including such favorites as ANIMAL, BULL-FIGHT, CRAPS, and HANGMAN. (To run this, you need CP/M and Microsoft Basic.)

C2G143   CP/M W/8" DISK & MICROSOFT BASIC   # $17.95

CP/M GAMES-2 (C.C.S.) (CS-9002)

The second half of Basic Computer Games including LIFE, LEM, MUGWUMP, STARS, 23 MATCHES, WORD, and forty-five others. A total of **fifty-one** games in an 8" floppy disc.

C2G144   CP/M W/8" DISK & MICROSOFT BASIC   # $17.95

CP/M SPECIAL PACKAGE (C.C.S) (CS-9000)

CS-9000. Special Package. Two discs (CS-9001 and CS-9002) and the BASIC COMPUTER GAMES book.

C2G145   CP/M W/8" DISK & MICROSOFT BASIC   # $37.95

KNOW YOURSELF (C.C.S.) (CS-4301)

(**4 Programs**). LIFE EXPECTANCY—will a different life style increase your life expectancy? PSY-CHOTHERAPY—analyze symptoms in your feelings and behavior to determine your mental health. COMPUTER LITERACY—what's yours? ALCOHOL—effect of alcohol on your behavior.

A2H107   APPLE II VERSION—16K   # $7.95

GRAPHIC GAMES-3 (C.C.S.) (CS-6001)

(4 Games). In TANK ATTACK seek and destroy enemy guns hidden among houses and trees before they get you. DODGEM—try to get your pieces across the board first. FREE FOR ALL—airplane, ship, and submarine vie for each other. HIDDEN MAZE—find your way through an invisible maze.

O1G146   OSI CHALLENGER IP   &   SUPERBOARD II   # $7.95

· Utilities

TRS-80 FORTRAN (MICROSOFT)
This package is supplied on two minidiskettes and requires a 32K system with one disk drive. Includes the finest Z-80 development software available: Z-80 MACRO-ASSEMBLER, VERSATILE TEXT EDITOR and LINKING LOADER.

T4U116	TRS-80 VERSION—LEVEL II/32K-48K-W/DISK	$324.95

TRS-80 CP/M (S.S.S.)
At last, CP/M is available for the TRS-80! Long a standard for software development and interchange for all the "other" 8080/Z-80 computers on the market, CP/M will now provide the same environment for the TRS-80.

CP/M is a file-oriented disk operating system that provides a common set of utilities for program development and operation. There are six built-in commands plus utilities called in from disk. CP/M will run on a TRS-80 with as little as 16K of memory and one disk drive. Comes complete with six manuals. CP/M is a registered trade mark of Digital Research.

T4U119	TRS-80 VERSIONS—LEVEL II/16K-W/Disk •	$149.95

RENUMBER by Mark Falk (M.H.S.)
No space between line numbers to insert more code? Want to make your listings look neater? Well have we got a program for you! This is a machine language program that can be loaded at the top of a 4K, 16K, 32K or 48K memory using TRS-80 level 2's system function. Renumbers your programs in seconds!

T2U103	TRS-80 VERSION—LEVEL II/4-48K	$14.95
T4U103	TRS-80 VERSION—LEVEL II/16-48K-W/DISK	$19.95

DCV-1 (S.S.S.)
This is a utility routine that will allow nearly any LEVEL 2 SYSTEM tape to be converted into a disk file which can be executed directly from TRSDOS. This is accomplished by a simple but elegant routine that allows programs that normally reside in the same memory as the DOS to be loaded from disk to high memory where they don't interfere with the DOS, then moves them down into their normal operating space after the DOS is no longer necessary.

T4U105	TRS-80 VERSION—LEVEL II/16-48K-W/DISK	$9.95

RSM-2(D) (S.S.S.)
A disk based machine language monitor and disassembler. The monitor provides you with over two dozen commands which interact directly with the Z-80 processor in your TRS-80. Examine your ROMS, test your RAMS, enter and execute machine language routines. This version reads and writes system tapes, has a Z-80 breakpoint routine, reads and writes desk sectors directly and outputs to a printer. Includes three versions that load at the top of 16K, 32K or 48K.

T2U104	TRS-80 VERSION—LEVEL II/16K	$26.95
T4U104	TRS-80 VERSION—LEVEL II/16-48K-W/DISK	$29.95

SYSCOP by Dave Lindbergh (M.H.S.)
Do you have SYSTEM tapes that are hard to load? Do you wish you were able to back them up in case something happened to the original? Well, here's just what you've been looking for! With this utility program, all you have to do is load it like any other SYSTEM tape. After that you jut load the SYSTEM tape you wish to make a copy of. You don't need to know the FILE NAME, the starting or ending addresses or anything! Complete instructions included.

T2U115	TRS-80 VERSION—LEVEL II/4K	$9.95

THE ELECTRIC PAINTBRUSH by Ken Anderson (P.S.)
For the TRS-80. Create the most dazzling graphics displays you have ever seen with a minimum of effort. The ELECTRIC PAINTBRUSH is actually a simple "language" in which you can write "programs" directing your paintbrush around the screen—drawing lines, turning corners, changing white to black, etc. Once defined, these programs may be called by other programs. The machine language interpreter executes your programs almost instantaneously.

T3U118	TRS-80 VERSION—LEVEL I/4K LEVEL II/4K •	$14.95

NEWDOS/BEST OF APPARAT (A)

This disk package is a must for owners of a TRS-80 disk based system. It contains NEWDOS, DIR-CHECK, OISASSEM, EOTASM, LEVEL I IN LEVEL II, LMOFFSET and SUPERZAP.

NEWDOS provides fixes for many of TRS DOS 2.1's problems. Besides this, many enhancements to BASIC have been added including built in renumbering, some abbreviated commands, scrolling of listings up or down, screen printing (dumps contents of screen to printer), clears up keyboard bounce, the append now works, direct call to DOS without leaving BASIC (display directory etc.), display all occurrances of variables used etc.

With NEWDOS you also get OIRCHECK which tests and lists disk directories, DISASSEM which is a disassembler, EOTASM which allows you to use your RADIO SHACK EOITOR-ASSEMBLER on disk with disk I/O, LEVEL I IN LEVEL II which allows you to use or create LEVEL I programs and also save or retrieve them from disk using LVIOSKSL, LMOFFSET helps save and load machine language tapes from disk even if in same memory as DOS, and finally SUPERZAP which allows you to display, print and MOOIFY memory or OISKS.

All this comes with over 30 pages of documentation and presumes ownerships of TRSDOS 2.1 and the RAOIO SHACK EDITOR-ASSEMBLER. Don't wait another day to make all these wonderful additions to your system.

T4U120   TRS-80 VERSION—LEVEL II/16K-W/DISK $99.95

BIG PRINT by Don Coon (M.H.S.)

This program allows you to format up to five lines of large characters up to the width of the screen in width. This versatile program may be used as a subroutine in display programs for advertizing, as an attention getter etc.

T2U102   TRS-80 VERSION—LEVEL II/14K $7.95

MICRO-TEXT EDITOR by Don Coon (M.H.S.)

Here's a text editing program for your Level II TRS-80. Not the Electric Pencil, but an excellent buy for the money. This program features a non-destructable cursor, full graphics capability, and versatile editing options. You can save and load the screen to tape or dump to your printer. Uses 3K of memory & is written in machine language. Full instructions included.

T2U101   TRS-80 VERSION—LEVEL II/4K-W/PRINTER $9.95

BASIC ASSEMBLER FOR THE PET (P.S.)

Now you can write programs in assembly language for the 6502 microprocessor and have them trans-lated to machine language for direct execution on your PET. The assembler accepts all standard 6502 instruction mnemonics, pseudo-ops and addressing modes plus a new TEXT pseudo-op and evaluates binary, decimal, hexadecimal and character constants, symbols and expressions. You can create assembly source programs with the text editor which is supplied and save them on cassette. The as-sembler reads its source code from cassette or from DATA statements and assembles machine code directly at any location in memory. You can save machine language subroutines in the PET's second cassette buffer and execute them immediately with the keyboard and display input/output.

P2U108   PET VERSION—8K $29.95

ESP-1/8080 EDITOR/ASSEMBLER (S.S.S.)

Here is a resident operating system that lets you create, assemble, execute and debug programs using Intel 8080 assembly language mnemonics.

T3U106   TRS-80 VERSION—LEVEL I/16K   LEVEL II/16K $29.95

TFEET by Bob Edison (M.H.S.)

This utility program allows you to relocate T-BUG anywhere in available memory. It is a short mach-ine language program that gives your copy of T-BUG resident capability.

T2U117   TRS-80 VERSION—LEVEL II/4K   # $9.95

PET GRAPHICS by Dan Fylstra (P.S.)

There are four programs in this package: DOOOLER, PLOTTER, BARPLOT and LETTER. DOODLER lets you draw pictures on the pet screen with a minimum of effort, which later can be saved on cassette or converted into a series of basic print statements for incorporation in a larger pro-gram. PLOTTER plots curves given a function and a variable. BARPLOT can be used to plot bar-graphs and LETTER formats large graphic letters and numerals on your Pet's screen.

P2U109   PET VERSION—8K $14.95

SANTA PARAVIA EN FIUMACCIO by Rev. George Blank (T.S.E.)

Capsule simulation of economic life in a 15th century Italian city-state. Object of the game is to build your feudal holdings into a kingdom, progressing upward to higher levels of nobility, ultimately to reach coronation before death. Four levels of difficulty—Apprentice, Journeyman, Master and Grand Master.

T2G154 TRS-80 VERSION—LEVEL II/16K   **$7.95**

YACHT RACE by John Greenwood (M.H.S.)

This is a turn-of-the-century board game that involves skill and strategy. This is a game the player will not tire of quickly. The object of YACHT RACE is to sail around a course with three buoys returning to the start-finish line. The course is laid out on a chart with islands and peninsulas. Includes sound.

T2G155 TRS-80 VERSION—LEVEL II/16K #   **$7.95**

MIND BOGGLE by John Greenwood (M.H.S.)

This is a new, real time word game that is entertaining, educational and challenging. The object of the game is to guess a hidden word or number based on clues given by the computer. The clues are in the form of "cows" and "bulls". For each guess the player makes, the computer will award him one "cow" for each letter or number that is guessed correctly but is in the wrong position. For each correct guess in the right position he gets a "bull." When he gets all "bulls" he wins. Play against the computer or another player. Includes sound.

T2G156 TRS-80 VERSION—LEVEL II/16K #   **$7.95**

HERE'S SOME HARDWARE ITEMS FROM MAD HATTER SOFTWARE:

VERBATUM PLASTIC DISK LIBRARY FILE BOXES. HOLDS UP TO 10 5¼ IN. DISKETTES.

GH1009 SINGLE 10 DISK FILE BOX		**$4.95**
GH1010 10 - 10 DISK FILE BOXES		**10/$39.95**

16K MEMORY UPGRADE KITS—INCLUDES EVERYTHING YOU NEED TO EXPAND YOUR APPLE II, TRS-80 AND SORCERER MICRO COMPUTERS.

TH1002 TRS-80 VERSION		**$84.95**
AH1002 APPLE II VERSION		**$84.95**
EH1002 SORCERER VERSION		**$84.95**

C-10 HIGH QUALITY DATA CASSETTES WITH SCREW HOUSINGS.

GH1003 PKG. OF 10 CASSETTES		**10/$9.95**
GH1004 PKG. OF 100 CASSETTES		**$84.95**

VERBATUM 5¼ IN. DISKETTES

GH1006 SINGLE DISKETTE		**$4.95**
GH1007 PKG. OF 10 DISKETTES		**10/$34.95**

TRS232 PRINTER SERIAL INTERFACE (S.S.S.)

Here is a software driven RS232 output port for your TRS-80. It consists of a small hardware package that attaches to your cassette port and does not require the expansion interface. It can be used to interface printers such as the Diablo, Teletype (has a 20 ma port), TI Silent etc. Easy to install. Comes with complete instructions.

TH1001 TRS-80 VERSION—LEVEL II/4-48K   **$49.95**
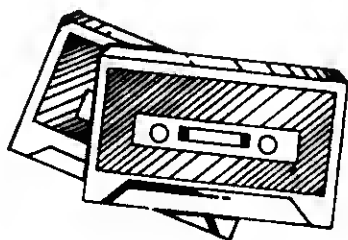
ORDER FORM

QTY.	NO.	PROGRAM	PRICE
TOTAL			
LESS 10% FOR 3 OR MORE PROGRAMS EXCEPT ✳ ITEMS			
MASS. RESIDENTS ADD 5% TAX			
SHIPPING + HANDLING			.75
TOTAL			

TYPE OF COMPUTER

NAME

ADDRESS

CITY _____ STATE _____ ZIP _____

☐ MASTERCHARGE   master charge   VISA   VISA ☐

CARD NO. _____

EXPIRES _____ INTERBANK NO. _____

SIGNATURE _____

MAD HATTER SOFTWARE

900 SALEM ROAD • DRACUT, MA 01826 • PHONE: (617) 682-8131

MAD HATTER NEEDS YOUR SOFTWARE

We are constantly on the lookout for new and
originsl quality software. The industry ia cry-
ing for business and spplication psckages,
educational software, improved utilities, soft-
ware thst will make the Micro more useful in the
home, and even new and unusual games. If you
feel you hsve something you would like to market
you could do no better than to contsct us first.

We believe we have the largest marketing capa-
bilities in the microcomputer industry. We have
2 large and growing retail customer bases. Our
full page ads sre in most of the microcomputer
magazines. We attend most of the major micro-
computer shows. On top of this we sre <u>fast</u> be-
coming <u>one</u> of the <u>leading suppliers</u> of wholesale
software to computer stores.

We're willing to talk terms. We don't demand
exclusives, although we may ssk for them and are
willing to make it worth your while. We also
purchase software outright if we feel it's in
our best interest to do so. Our royslties range
from 10 to 25% of the retail price. That's gross
not net snd we psy royalties based only on the
retail - even when we sell at wholessle. So shop
around and compare - we think you'll find we're
the one's you'll want to do business with.

```
Call us:   617-682-8131
Or write:  MAD HATTER SOFTWARE
           900 Salem Road
           Dracut, Ma.   01826
```

YOU

MIDDLESEX-ESSEX
PM
17 OCT
1979
MA 018

15¢
U.S. POSTAGE